

IN THE CLAIMS

1. (PREVIOUSLY PRESENTED) An automated gaming system comprising a gaming table and an upright video display panel comprising:

- an upright video display panel, the panel displaying a virtual image of a dealer;
- a table having an upper surface, the upper surface having a substantially horizontal video display surface that provides a common video display and at least two different player positions;

- at least one player position having at least one local processor dedicated to the at least one player position that is capable of executing code; and

- at least one main game processor and optionally at least one additional game display processor in information communication with the upright video display panel and the video display surface, the main processor or at least one display processor directing video display on both the upright video display panel and the video display surface,

- providing game rules for the play of at least one casino table card game without the use of physical cards on the table; and

- communicating with each local processor.

2. (PREVIOUSLY PRESENTED) The automated gaming system of claim 1 wherein each player position has an individual player processing board that executes code and is dedicated to that position.

3. (PREVIOUSLY PRESENTED) The automated gaming system of claim 1 wherein each individual local processor communicates directly with the main game processor.

4. (PREVIOUSLY PRESENTED): The automated gaming system of claim 1 wherein each individual player processing board communicates directly with a single Dealer game engine processor.

5. (ORIGINAL) The automated gaming system of claim 4 wherein the single Dealer game engine processor communicates directly with the display processor.
6. (ORIGINAL) The automated gaming system of claim 1 wherein the main game processor contains data enabling the play of at least three different casino table games wherein cards are used in the play of each of the games.
7. (ORIGINAL) The automated gaming system of claim 1 wherein the video display surface has changeable light filtering that can screen displayed images from various angles.
8. (ORIGINAL) The automated gaming system of claim 7 wherein the light filtering can be changed upon command by the processor.
9. (ORIGINAL) The automated gaming system of claim 7 wherein the light filtering can be changed upon external command.
10. (PREVIOUSLY PRESENTED) The automated gaming system of claim 1 wherein player input is provided at least in part by controls at each player position.
11. (ORIGINAL) The automated gaming system of claim 10 wherein the controls comprise touch screen controls.
12. (ORIGINAL) The automated gaming system of claim 10 wherein the controls comprise a panel embedded into the video display surface.
13. (ORIGINAL) The automated gaming system of claim 10 wherein additional player input can be provided from player input provided on a surface below the video display surface and facing a position where players are to be seated.

14. (PREVIOUSLY PRESENTED) The automated gaming system of claim 11 wherein additional player input can be provided from player input provided on a surface below a surface having player controls thereon and facing a position where players are to be seated.

15. (ORIGINAL) The automated gaming system of claim 12 wherein additional player input can be provided from player input provided on a surface below the video display surface and facing a position where players are to be seated.

16. (PREVIOUSLY PRESENTED) The automated gaming system of claim 2 wherein communication between the main game processor and the local processor is performed through a transaction-based protocol.

17. (PREVIOUSLY PRESENTED) The automated gaming system of claim 16 wherein either the main game processor or each local processor can start a transaction.

18. (PREVIOUSLY PRESENTED) The automated gaming system of claim 4 wherein communication between the main game processor each local processor is performed through a transaction-based protocol.

19. (PREVIOUSLY PRESENTED) The automated gaming system of claim 18 wherein either the main game processor or each local processor can start a transaction.

20. (PREVIOUSLY PRESENTED) The automated gaming system of claim 10 wherein each local processor comprises an individual player processing board dedicated to that position and communication between the main game processor and the individual player processing board is performed through a transaction-based protocol.

21. (PREVIOUSLY PRESENTED) The automated gaming system of claim 20 wherein either the main game processor or the individual player processing board can start a transaction.

22. (PREVIOUSLY PRESENTED) An automated gaming system comprising a gaming table and an upright video display panel comprising:

an upright video display panel, the panel displaying a virtual image of a dealer;

a table having an upper surface, the upper surface having a substantially horizontal video display surface that provides a continuous field of video display and at least two different player positions; and

at least one main game processor and optionally at least one additional game display processor in information communication with the upright video display panel and the video display surface, the main processor or at least one display processor directing video display on both the upright video display panel and the video display surface, and the main game processor providing game rules for the play of at least one casino table card game without the use of physical cards on the table;

and a plurality of player stations, each player station having its own local processor that executes code.

23. (PREVIOUSLY PRESENTED) The gaming system of claim 22 wherein each player station and the main game processor are in communication.

24. (PREVIOUSLY PRESENTED) The gaming system of claim 23 wherein the communication is event driven.

25. (PREVIOUSLY PRESENTED) The gaming system of claim 24 wherein information communicated is included in an information packet.